

System.NaturalLanguage

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Namespaces

Namespace
<u>System.NaturalLanguage</u>

System.NaturalLanguage
System.NaturalLanguage Namespace

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Classes

Class	Description
BaseTime	The base type for classes that involve specifying time points
Context	The context object represents client supplied information that affects the analysis.
DefiniteAbsoluteTime	The type that models definite times, such as [12:45 pm] or [June, 1999]
FreeSegment	
LanguageCapabilities	
NowAbsoluteTime	The type that models the time of utterance.
OffsetRelativeTime	The type that models time offsets, such as [two weeks ago (from now)]
Segment	
Sentence	
TextChunk	
TimeLength	The type that models time lengths, such as [two weeks] or [5 hours, 2 minutes]
TimePoint	A time point expressed at some granularity (precision)
TimeRepresentation	The type used to normalize natural language time expressions

Structures

Structure	Description
LexicalIdentifier	The unique identifier of a lexicon entry in a given lexicon.
TextRange	The value of elements of type TypeRange

Enumerations

Enumeration	Description
Direction	The direction of a time offset
Era	Eras
HourQualifier	Qualifier for an hour value
Month	Months
PrimaryRangeType	The primary type a range is encodes the primary classification of the particular chunk of text.
RangeRole	The role a particular range of text plays in a larger enclosing text.

<u>SecondaryRangeType</u>	
<u>TimeLengthQualifier</u>	Qualifies TimeLengths
<u>TimeUnit</u>	Common time units.
<u>Weekday</u>	Weekdays

System.NaturalLanguage
BaseTime Class

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The base type for classes that involve specifying time points
For a list of all members of this type, see [BaseTime Members](#).

System.Object
System.NaturalLanguage.BaseTime

Public Class BaseTime

public class BaseTime

public __gc class BaseTime

public class BaseTime


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[BaseTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
BaseTime Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[BaseTime overview](#)

Public Constructors

BaseTime	
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Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	

Public Properties

IsAbsolute	Whether the object is absolute or relative.
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Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[BaseTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
BaseTime Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Sub New()

public BaseTime();

public: BaseTime();

public function BaseTime();


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** [System.NaturalLanguage \(system.naturallanguage.dll\)](#)


See Also

[BaseTime Class](#) | [BaseTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
BaseTime Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	




Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[BaseTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
BaseTime Properties

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	


Public Properties


<u>IsAbsolute</u>	Whether the object is absolute or relative.
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See Also

[BaseTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsAbsolute Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Whether the object is absolute or relative.

Public Property IsAbsolute() As Boolean

public bool IsAbsolute {get; set;}

public: __property bool get_IsAbsolute();
public: __property void set_IsAbsolute(
 bool value
);

public function get IsAbsolute() : Boolean;
public function set IsAbsolute(Boolean);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[BaseTime Class](#) | [BaseTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Context Class

Language: (Show All)

See Also: (Select...)

Style: Traditional

The context object represents client supplied information that affects the analysis.
For a list of all members of this type, see [Context Members](#).

System.Object
System.NaturalLanguage.Context

Public Class Context
public class Context
public __gc class Context
public class Context

Remarks

The context object represents client supplied information that affects the analysis. analysis options whether to ignore case Number of Parses / sentence Others? Lexicons have language information associated with them and affect tokenization and named entity (NE) recognition The context object itself is language independent (although it holds references to language dependent lexicons and smart taggers). Once created and set up by the client, it is essentially read only during analysis. Several analyses on different threads can refer to a single context object. Some thread- safe caching may occur on the context object such as for lexicons.

Natural language processing requires context information for all input text, whether you are parsing a single sentence or handling an application-specific textual command. When you perform simple parsing, NLPD requires relatively simple settings such as the type of parse to be performed and the level of output detail. For command and control scenarios, context information expands to include the state of the application. For example, valid user input can change if a dialog box appears.

The **Context** interface provides the following features: Parse configuration, which specifies the number of input sentences, maximum number of parses returned, output sections, and other behavior of the **Parse** method. Restatement configuration, which controls the restatement options used by the **Restate** method. Lexicon management, which adds or removes custom lexicons from the context object and controls the usage priority of the lexicons. Named entity management, which controls named entity callbacks. For more information about each of these features, see the method descriptions listed below.

Remarks

Context Object. Manages processing configuration.




Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage Context Members

Language: (Show All) 
 See Also: (Select...) 
 Style: Traditional 

[Context overview](#)

Public Constructors

Context	
-------------------------	--

Public Methods

Equals (inherited from Object)	
GetCapabilitiesFor	Determine if a language is directly supported and then if true what capabilities the language implementation has.
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	

Public Properties

DefaultDialects	DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.
IsCheckingRepeatedWords	Marks most repeated words as errors (e.g., My dog dog has fleas)
IsComputingCompounds	Do compound analysis.
IsComputingInflections	Generates morphological inflectional forms of words in an LF graph.
IsComputingLemmas	Lemmas of each token
IsFindingDateTimeMeasures	Recognize single and multi-token date factoids.
IsFindingLocations	Recognize single and multi-token person factoids.
IsFindingOrganizations	Recognize single and multi-token person factoids.
IsFindingPersons	Recognize single and multi-token person factoids.
IsFindingPhrases	Make the primary break by phrases such as Verb Phrases, Noun Phrases, etc.
IsShowingCharacterNormalizations	Output a normalized version of a token when appropriate.
IsShowingGaps	Output the white space tokens (we normally suppress them)
IsShowingWordNormalizations	Output a word normalized version of a token when appropriate.
IsSingleLanguage	Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.
IsSpellAlwaysSuggesting	Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly

IsSpellChecking	Checks for spelling and produces spelling suggestions.
IsSpellIgnoringAllUpperCase	Ignore input in all UPPER CASE.
IsSpellIgnoringWordsWithNumbers	Ignore input with mixed numbers (e.g. String14).
IsSpellPreReform	Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.
IsSpellRequiringAccentedCapitals	Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.
IsSpellStrict	Don't accept questionable words (vulgar, secondary spellings, and archaic)
Lexicons	Returns the lexicons on this context.
MaxSentences	Maximum number of sentences output from a TextChunk.
Properties	Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.
Version	Return Version Information in the form "x.x.xxxx.x"


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[Context Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Context Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Sub New()

public Context();

public: Context();

public function Context();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Context Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
<u>GetCapabilitiesFor</u>	Determine if a language is directly supported and then if true what capabilities the language implementation has.
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[Context Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
GetCapabilitiesFor Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Determine if a language is directly supported and then if true what capabilities the language implementation has.

```
Public Function GetCapabilitiesFor( _  
    ByVal cultureInfo As CultureInfo _  
) As LanguageCapabilities
```

```
public LanguageCapabilities GetCapabilitiesFor(  
    CultureInfo cultureInfo  
) ;
```

```
public: LanguageCapabilities GetCapabilitiesFor(  
    CultureInfo cultureInfo  
) ;
```

```
public function GetCapabilitiesFor(  
    cultureInfo : CultureInfo  
) : LanguageCapabilities;
```

Parameters

cultureInfo

Remarks

Fetch language capabilities for a given language.




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage Context Properties

Language: (Show All) 
 See Also: (Select...) 
 Style: Traditional 

Public Properties

<u>DefaultDialects</u>	DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.
<u>IsCheckingRepeatedWords</u>	Marks most repeated words as errors (e.g., My dog dog has fleas)
<u>IsComputingCompounds</u>	Do compound analysis.
<u>IsComputingInflections</u>	Generates morphological inflectional forms of words in an LF graph.
<u>IsComputingLemmas</u>	Lemmas of each token
<u>IsFindingDateTimeMeasures</u>	Recognize single and multi-token date factoids.
<u>IsFindingLocations</u>	Recognize single and multi-token person factoids.
<u>IsFindingOrganizations</u>	Recognize single and multi-token person factoids.
<u>IsFindingPersons</u>	Recognize single and multi-token person factoids.
<u>IsFindingPhrases</u>	Make the primary break by phrases such as Verb Phrases, Noun Phrases, etc.
<u>IsShowingCharacterNormalizations</u>	Output a normalized version of a token when appropriate.
<u>IsShowingGaps</u>	Output the white space tokens (we normally suppress them)
<u>IsShowingWordNormalizations</u>	Output a word normalized version of a token when appropriate.
<u>IsSingleLanguage</u>	Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.
<u>IsSpellAlwaysSuggesting</u>	Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly
<u>IsSpellChecking</u>	Checks for spelling and produces spelling suggestions.
<u>IsSpellIgnoringAllUpperCase</u>	Ignore input in all UPPER CASE.
<u>IsSpellIgnoringWordsWithNumbers</u>	Ignore input with mixed numbers (e.g. String14).
<u>IsSpellPreReform</u>	Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.
<u>IsSpellRequiringAccentedCapitals</u>	Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.

<u>IsSpellStrict</u>	Don't accept questionable words (vulgar, secondary spellings, and archaic)
<u>Lexicons</u>	Returns the lexicons on this context.
<u>MaxSentences</u>	Maximum number of sentences output from a TextChunk.
<u>Properties</u>	Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.
<u>Version</u>	Return Version Information in the form "x.x.xxxx.x"

See Also

[Context Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefaultDialects Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.

```
Public Property DefaultDialects() As IList

public IList DefaultDialects {get; set;}

public: __property IList get_DefaultDialects();
public: __property void set_DefaultDialects(
    IList value
);

public function get DefaultDialects() : IList;
public function set DefaultDialects(IList);
```

Property Value

DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsCheckingRepeatedWords Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Marks most repeated words as errors (e.g., My dog dog has fleas)

```
Public Property IsCheckingRepeatedWords() As Boolean
```

```
public bool IsCheckingRepeatedWords {get; set;}
```

```
public: __property bool get_IsCheckingRepeatedWords();  
public: __property void set_IsCheckingRepeatedWords(  
    bool value  
);
```

```
public function get IsCheckingRepeatedWords() : Boolean;  
public function set IsCheckingRepeatedWords(Boolean);
```

Property Value

Marks most repeated words as errors (e.g., My dog dog has fleas)

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsComputingCompounds Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

Do compound analysis.

```
Public Property IsComputingCompounds() As Boolean

public bool IsComputingCompounds {get; set;}

public: __property bool get_IsComputingCompounds();
public: __property void set_IsComputingCompounds(
    bool value
);


public function get IsComputingCompounds() : Boolean;
public function set IsComputingCompounds(Boolean);
```


Property Value
Do compound analysis.


Requirements
Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also
[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsComputingInflections Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Generates morphological inflectional forms of words in an LF graph.

Public Property IsComputingInflections() As Boolean

public bool IsComputingInflections {get; set;}

public: __property bool get_IsComputingInflections();
public: __property void set_IsComputingInflections(
 bool value
);

public function get IsComputingInflections() : Boolean;
public function set IsComputingInflections(Boolean);

Property Value

Generates morphological inflectional forms of words in an LF graph.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsComputingLemmas Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Lemmas of each token

```
Public Property IsComputingLemmas() As Boolean

public bool IsComputingLemmas {get; set;}

public: __property bool get_IsComputingLemmas();
public: __property void set_IsComputingLemmas(
    bool value
);

public function get IsComputingLemmas() : Boolean;
public function set IsComputingLemmas(Boolean);
```

Property Value

Lemmas of each token

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFindingDateTimeMeasures Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

Recognize single and multi-token date factoids.

```
Public Property IsFindingDateTimeMeasures() As Boolean
```

```
public bool IsFindingDateTimeMeasures {get; set;}
```

```
public: __property bool get_IsFindingDateTimeMeasures();  
public: __property void set_IsFindingDateTimeMeasures(  
    bool value  
);
```

```
public function get IsFindingDateTimeMeasures() : Boolean;  
public function set IsFindingDateTimeMeasures(Boolean);
```

Property Value

Recognize single and multi-token date factoids.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFindingLocations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Recognize single and multi-token person factoids.

```
public Property IsFindingLocations() As Boolean

public bool IsFindingLocations {get; set;}

public: __property bool get_IsFindingLocations();
public: __property void set_IsFindingLocations(
    bool value
);

public function get IsFindingLocations() : Boolean;
public function set IsFindingLocations(Boolean);
```

Property Value

Recognize single and multi-token person factoids.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFindingOrganizations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Recognize single and multi-token person factoids.

Public Property IsFindingOrganizations() As Boolean

public bool IsFindingOrganizations {get; set;}

public: __property bool get_IsFindingOrganizations();
public: __property void set_IsFindingOrganizations(
 bool value
);

public function get IsFindingOrganizations() : Boolean;
public function set IsFindingOrganizations(Boolean);

Property Value

Recognize single and multi-token person factoids.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFindingPersons Property

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

Recognize single and multi-token person factoids.

```
public Property IsFindingPersons() As Boolean
```

```
public bool IsFindingPersons {get; set;}
```

```
public: __property bool get_IsFindingPersons();  
public: __property void set_IsFindingPersons(  
    bool value  
);
```

```
public function get IsFindingPersons() : Boolean;  
public function set IsFindingPersons(Boolean);
```

Property Value

Recognize single and multi-token person factoids.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFindingPhrases Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Make the primary break by phrases such as Verb Phrases, Noun Phrases, etc.

```
public Property IsFindingPhrases() As Boolean

public bool IsFindingPhrases {get; set;}

public: __property bool get_IsFindingPhrases();
public: __property void set_IsFindingPhrases(
    bool value
);

public function get IsFindingPhrases() : Boolean;
public function set IsFindingPhrases(Boolean);
```

Property Value

Make the primary break by phrases such as Verb Phrases, Noun Phrases, etc.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsShowingCharacterNormalizations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Output a normalized version of a token when appropriate.

```
Public Property IsShowingCharacterNormalizations() As Boolean
```

```
public bool IsShowingCharacterNormalizations {get; set;}
```

```
public: __property bool get_IsShowingCharacterNormalizations();  
public: __property void set_IsShowingCharacterNormalizations(  
    bool value  
);
```

```
public function get IsShowingCharacterNormalizations() : Boolean;  
public function set IsShowingCharacterNormalizations(Boolean);
```

Property Value

Output a normalized version of a token when appropriate.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsShowingGaps Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Output the white space tokens (we normally suppress them)

```
public Property IsShowingGaps() As Boolean

public bool IsShowingGaps {get; set;}

public: __property bool get_IsShowingGaps();
public: __property void set_IsShowingGaps(
    bool value
);

public function get IsShowingGaps() : Boolean;
public function set IsShowingGaps(Boolean);
```

Property Value

Output the white space tokens (we normally suppress them)


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsShowingWordNormalizations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Output a word normalized version of a token when appropriate.

```
Public Property IsShowingWordNormalizations() As Boolean

public bool IsShowingWordNormalizations {get; set;}

public: __property bool get_IsShowingWordNormalizations();
public: __property void set_IsShowingWordNormalizations(
    bool value
);

public function get IsShowingWordNormalizations() : Boolean;
public function set IsShowingWordNormalizations(Boolean);
```

Property Value

Output a word normalized version of a token when appropriate.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSingleLanguage Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.

```
Public Property IsSingleLanguage() As Boolean
```

```
public bool IsSingleLanguage {get; set;}
```

```
public: __property bool get_IsSingleLanguage();  
public: __property void set_IsSingleLanguage(  
    bool value  
);
```

```
public function get IsSingleLanguage() : Boolean;  
public function set IsSingleLanguage(Boolean);
```

Property Value

Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage

IsSpellAlwaysSuggesting Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly

```
Public Property IsSpellAlwaysSuggesting() As Boolean
```

```
public bool IsSpellAlwaysSuggesting {get; set;}
```

```
public: __property bool get_IsSpellAlwaysSuggesting();  
public: __property void set_IsSpellAlwaysSuggesting(  
    bool value  
);
```

```
public function get IsSpellAlwaysSuggesting() : Boolean;  
public function set IsSpellAlwaysSuggesting(Boolean);
```

Property Value

Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly


Requirements


- Namespace:** [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellChecking Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Checks for spelling and produces spelling suggestions.

```
Public Property IsSpellChecking() As Boolean

public bool IsSpellChecking {get; set;}

public: __property bool get_IsSpellChecking();
public: __property void set_IsSpellChecking(
    bool value
);

public function get IsSpellChecking() : Boolean;
public function set IsSpellChecking(Boolean);
```

Property Value

Checks for spelling and produces spelling suggestions.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellIgnoringAllUpperCase Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Ignore input in all UPPER CASE.

```
Public Property IsSpellIgnoringAllUpperCase() As Boolean

public bool IsSpellIgnoringAllUpperCase {get; set;}

public: __property bool get_IsSpellIgnoringAllUpperCase();
public: __property void set_IsSpellIgnoringAllUpperCase(
    bool value
);

public function get IsSpellIgnoringAllUpperCase() : Boolean;
public function set IsSpellIgnoringAllUpperCase(Boolean);
```

Property Value

Ignore input in all UPPER CASE.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellIgnoringWordsWithNumbers Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Ignore input with mixed numbers (e.g. String14).

```
public Property IsSpellIgnoringwordswithNumbers() As Boolean
```

```
public bool IsSpellIgnoringwordswithNumbers {get; set;}
```

```
public: __property bool get_IsSpellIgnoringwordswithNumbers();  
public: __property void set_IsSpellIgnoringwordswithNumbers(  
    bool value  
);
```

```
public function get IsSpellIgnoringwordswithNumbers() : Boolean;  
public function set IsSpellIgnoringwordswithNumbers(Boolean);
```

Property Value

Ignore input with mixed numbers (e.g. String14).


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellPreReform Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.

```
Public Property IsSpellPreReform() As Boolean

public bool IsSpellPreReform {get; set;}

public: __property bool get_IsSpellPreReform();
public: __property void set_IsSpellPreReform(
    bool value
);

public function get IsSpellPreReform() : Boolean;
public function set IsSpellPreReform(Boolean);
```

Property Value

Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellRequiringAccentedCapitals Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.

```
Public Property IsSpellRequiringAccentedCapitals() As Boolean
```

```
public bool IsSpellRequiringAccentedCapitals {get; set;}
```

```
public: __property bool get_IsSpellRequiringAccentedCapitals();  
public: __property void set_IsSpellRequiringAccentedCapitals(  
    bool value  
);
```

```
public function get IsSpellRequiringAccentedCapitals() : Boolean;  
public function set IsSpellRequiringAccentedCapitals(Boolean);
```

Property Value

Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpellStrict Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Don't accept questionable words (vulgar, secondary spellings, and archaic)

```
public Property IsSpellStrict() As Boolean
```

```
public bool Isspellstrict {get; set;}
```

```
public: __property bool get_IsSpellStrict();  
public: __property void set_IsSpellStrict(  
    bool value  
);
```

```
public function get IsSpellStrict() : Boolean;  
public function set IsSpellStrict(Boolean);
```

Property Value

Don't accept questionable words (vulgar, secondary spellings, and archaic)

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Lexicons Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Returns the lexicons on this context.

```
Public Property Lexicons() AS IList

public IList Lexicons {get; set;}

public: __property IList get_Lexicons();
public: __property void set_Lexicons(
        IList value
);

public function get Lexicons() : IList;
public function set Lexicons(IList);
```

Property Value

Returns the lexicons on this context.

Remarks

Retrieves the list of lexicons on this context.




Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
MaxSentences Property

Language: (Show All) 
See Also: (Select...) 
Style: Traditional 

Maximum number of sentences output from a TextChunk.

```
Public Property MaxSentences() As Integer
```

```
public int MaxSentences {get; set;}
```

```
public: __property int get_MaxSentences();  
public: __property void set_MaxSentences(  
    int value  
);
```

```
public function get MaxSentences() : int;  
public function set MaxSentences(int);
```

Property Value

Maximum number of sentences output from a TextChunk.

Requirements


Namespace: [System.NaturalLanguage](#)


Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Properties Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.

```
public Property Properties() As IDictionary

public IDictionary Properties {get; set;}

public: __property IDictionary get_Properties();
public: __property void set_Properties(
    IDictionary value
);

public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.

Remarks

Gets/sets the extended properties for this context.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Version Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

Return Version Information in the form "x.x.xxxx.x"

```
public Shared ReadOnly Property Version() As Version

public static Version Version {get;}

public: __property static Version get_Version();

public static function get Version() : Version;
```

Property Value

Return Version Information in the form "x.x.xxxx.x"

Remarks

Returns Version Information

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Context Class](#) | [Context Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Class

Language: (Show All)

See Also: (Select...)

Style: Traditional

The type that models definite times, such as [12:45 pm] or [June, 1999]
For a list of all members of this type, see [DefiniteAbsoluteTime Members](#).

System.Object
System.NaturalLanguage.DefiniteAbsoluteTime

public class DefiniteAbsoluteTime

public class DefiniteAbsoluteTime

public __gc class DefiniteAbsoluteTime

public class DefiniteAbsoluteTime


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[DefiniteAbsoluteTime overview](#)

Public Constructors

DefiniteAbsoluteTime	
--------------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year




Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Constructor

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

```
public sub New()  
  
public DefiniteAbsoluteTime()  
  
public: DefiniteAbsoluteTime()  
  
public function DefiniteAbsoluteTime();
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Methods

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.


Requirements


- Namespace:** [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Day Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The day

`public Property Day() As Integer`

`public int Day {get; set;}`

`public: __property int get_Day();
public: __property void set_Day(
 int value
);`

`public function get Day() : int;
public function set Day(int);`

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Era Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The era

Public Property Era() As Era

public Era Era {get; set;}

public: __property Era get_Era();
public: __property void set_Era(
Era value
);

public function get Era() : Era;
public function set Era(Era);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Hour Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The hour

```
public Property Hour() As Integer

public int Hour {get; set;}

public: __property int get_Hour();
public: __property void set_Hour(
    int value
);

public function get Hour() : int;
public function set Hour(int);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Class

Language: (Show All)

See Also: (Select...)

Style: Traditional

The type that models definite times, such as [12:45 pm] or [June, 1999]
For a list of all members of this type, see [DefiniteAbsoluteTime Members](#).

System.Object
System.NaturalLanguage.DefiniteAbsoluteTime

```
public class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

```
public __gc class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Members

Language: (Show All)

See Also: (Select...)

Style: Traditional

[DefiniteAbsoluteTime overview](#)

Public Constructors

DefiniteAbsoluteTime	
--------------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Sub New()

public DefiniteAbsoluteTime();

public: DefiniteAbsoluteTime();

public function DefiniteAbsoluteTime();

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Methods

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
<u>ToString</u>	


Protected Methods


Finalize (Inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
DefiniteAbsoluteTime Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

See Also

[DefiniteAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Day Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The day

Public Property Day() As Integer

public int Day {get; set;}

public: __property int get_Day();
public: __property void set_Day(
 int value
);

public function get Day() : int;
public function set Day(int);


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Era Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The era

```
Public Property Era() As Era
```

```
public Era Era {get; set;}
```

```
public: __property Era get_Era();  
public: __property void set_Era(  
    Era value  
);
```

```
public function get Era() : Era;  
public function set Era(Era);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Hour Property

Language: (Show All) ☒

S  e Also: (Select...) ☒

Style: Traditional ☒

The hour

```
Public Property Hour() As Integer

public int Hour {get; set;}

public: __property int get_Hour();
public: __property void set_Hour(
    int value
);

public function get Hour() : int;
public function set Hour(int);
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
HourQualifier Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

AM, PM or 24-hour time

```
Public Property HourQualifier() As HourQualifier
```

```
public HourQualifier HourQualifier {get; set;}
```

```
public: __property HourQualifier get_HourQualifier();  
public: __property void set_HourQualifier(  
    HourQualifier value  
);
```

```
public function get HourQualifier() : HourQualifier;  
public function set HourQualifier(HourQualifier);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Minute Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The minute

```
Public Property Minute() As Integer
```

```
public int Minute {get; set;}
```

```
public: __property int get_Minute();  
public: __property void set_Minute(  
    int value  
);
```

```
public function get Minute() : int;  
public function set Minute(int);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Month Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The month

```
public Property Month() As Month

public Month Month {get; set;}

public: __property Month get_Month();
public: __property void set_Month(
    Month value
);

public function get Month() : Month;
public function set Month(Month);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Second Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The second

```
Public Property Second() As Integer

public int Second {get; set;}

public: __property int get_Second();
public: __property void set_Second(
    int value
);

public function get Second() : int;
public function set Second(int);
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: [System.NaturalLanguage \(system.naturallanguage.dll\)](#)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Week Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The week

```
public Property Week() As Integer

public int week {get; set;}

public: __property int get_week();
public: __property void set_week(
    int value
);

public function get week() : int;
public function set week(int);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Weekday Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The weekday

```
public Property Weekday() As Weekday

public weekday weekday {get; set;}

public: __property weekday get_weekday();
public: __property void set_weekday(
    weekday value
);

public function get weekday() : Weekday;
public function set weekday(weekday);
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Year Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The year

public Property Year() As Integer

public int Year {get; set;}

public: __property int get_Year();
public: __property void set_Year(
 int value
);

public function get Year() : int;
public function set Year(int);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[DefiniteAbsoluteTime Class](#) | [DefiniteAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Direction Enumeration

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The direction of a time offset

Public Enum Direction

public enum Direction

__value public enum Direction

public enum Direction

Members

Member name	Description
Backwards	Backwards (negative offset)
Forwards	Forwards (positive offset)
Unspecified	Unspecified

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Era Enumeration

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Eras

Public Enum Era

public enum Era

__value public enum Era

public enum Era

Members

Member name	Description
BCE	Before Current Era
CE	Current Era
Heisei	Heisei Era (Japanese)
Meiji	Meiji Era (Japanese)
None	None
Showa	Showa Era (Japanese)
Taisho	Taisho Era (Japanese)


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
FreeSegment Class

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

For a list of all members of this type, see [FreeSegment Members](#).

System.Object
System.NaturalLanguage.FreeSegment

Public Class FreeSegment
public class FreeSegment
public __gc class FreeSegment
public class FreeSegment

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[FreeSegment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
FreeSegment Members

Language: (Show All)

See Also: (Select...)

Style: Traditional

[FreeSegment overview](#)

Public Constructors

FreeSegment	
-----------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	




Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[FreeSegment Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
FreeSegment Constructor

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

```
public Sub New()  
  
public FreeSegment();  
  
public: FreeSegment();  
  
public function FreeSegment();
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[FreeSegment Class](#) | [FreeSegment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
FreeSegment Methods

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[FreeSegment Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
HourQualifier Enumeration

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Qualifier for an hour value

Public Enum HourQualifier

public enum HourQualifier

__value public enum HourQualifier

public enum HourQualifier

Members

Member name	Description
AM	Ante Meridian
None	None
PM	Post Meridian
TwentyFourHour	24-hour (military) time


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
LanguageCapabilities Class**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

For a list of all members of this type, see [LanguageCapabilities Members](#).

System.Object
System.NaturalLanguage.LanguageCapabilities

- Public Class LanguageCapabilities
- public class LanguageCapabilities
- public __gc class LanguageCapabilities
- public class LanguageCapabilities


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LanguageCapabilities Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[LanguageCapabilities overview](#)

Public Constructors

LanguageCapabilities	
--------------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	

Public Properties

Language	The language this set of capabilities describes.
NotSupported	This language is not supported.
SupportsCharacterNormalizations	Supports language specific character normalizations.
SupportsChunks	Supports the output of chunk parsing.
SupportsCompounding	Can perform compound analysis.
SupportsDateTimeMeasureNamedEntities	Supports the recognition of single and multi-token date factoids.
SupportsInflections	Supports the output of morphological inflectional forms of words.
SupportsLemmas	Supports lemmas.
SupportsLocationNamedEntities	Supports the recognition of single and multi-token location factoids.
SupportsOrganizationNamedEntities	Supports the recognition of single and multi-token organization factoids.
SupportsPersonNamedEntities	Supports the recognition of single and multi-token person factoids.
SupportsSpellChecking	Supports spell checking.
SupportsWordNormalizations	Supports the output language specific word normalized versions of a token when appropriate.


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[LanguageCapabilities Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LanguageCapabilities Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Sub New()

public LanguageCapabilities();

public: LanguageCapabilities();

public function LanguageCapabilities();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LanguageCapabilities Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString (inherited from Object)	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[LanguageCapabilities Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LanguageCapabilities Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

Language	The language this set of capabilities describes.
NotSupported	This language is not supported.
SupportsCharacterNormalizations	Supports language specific character normalizations.
SupportsChunks	Supports the output of chunk parsing.
SupportsCompounding	Can perform compound analysis.
SupportsDateTimeMeasureNamedEntities	Supports the recognition of single and multi-token date factoids.
SupportsInflections	Supports the output of morphological inflectional forms of words.
SupportsLemmas	Supports lemmas.
SupportsLocationNamedEntities	Supports the recognition of single and multi-token location factoids.
SupportsOrganizationNamedEntities	Supports the recognition of single and multi-token organization factoids.
SupportsPersonNamedEntities	Supports the recognition of single and multi-token person factoids.
SupportsSpellChecking	Supports spell checking.
SupportsWordNormalizations	Supports the output language specific word normalized versions of a token when appropriate.

See Also

[LanguageCapabilities Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Language Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The language this set of capabilities describes.

```
public ReadOnly Property Language() As CultureInfo  
  
public CultureInfo Language {get;}  
  
public: __property CultureInfo get_Language();  
  
public function get Language() : CultureInfo;
```

Property Value

The language this set of capabilities describes.




Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
NotSupported Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

This language is not supported.

```
public ReadOnly Property NotSupported() As Boolean

public bool NotSupported {get;}

public: __property bool get_NotSupported();

public function get NotSupported() : Boolean;
```

Property Value

This language is not supported.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsCharacterNormalizations Property

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

Supports language specific character normalizations.

```
public ReadOnly Property SupportsCharacterNormalizations() As Boolean

public bool SupportsCharacterNormalizations {get;}

public: __property bool get_SupportsCharacterNormalizations();

public function get SupportsCharacterNormalizations() : Boolean;
```

Property Value

Supports language specific character normalizations.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
SupportsChunks Property**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports the output of chunk parsing.

```
public ReadOnly Property SupportsChunks() As Boolean

public bool SupportsChunks {get;}

public: __property bool get_SupportsChunks();

public function get SupportsChunks() : Boolean;
```

Property Value

Supports the output of chunk parsing.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsCompounding Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Can perform compound analysis.

```
public ReadOnly Property SupportsCompounding() As Boolean

public bool SupportsCompounding {get;}

public: __property bool get_SupportsCompounding();

public function get SupportsCompounding() : Boolean;
```

Property Value

Can perform compound analysis.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsDateTimeMeasureNamedEntities Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Supports the recognition of single and multi-token date factoids.

```
public ReadOnly Property SupportsDateTimeMeasureNamedEntities() As Boolean

public bool SupportsDateTimeMeasureNamedEntities {get;}

public: __property bool get_SupportsDateTimeMeasureNamedEntities();

public function get SupportsDateTimeMeasureNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token date factoids.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsInflections Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Supports the output of morphological inflectional forms of words.

```
public ReadOnly Property SupportsInflections() As Boolean

public bool SupportsInflections {get;}

public: __property bool get_SupportsInflections();

public function get SupportsInflections() : Boolean;
```

Property Value

Supports the output of morphological inflectional forms of words.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsLemmas Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports lemmas.

```
Public ReadOnly Property SupportsLemmas() As Boolean

public bool SupportsLemmas {get;}

public: __property bool get_SupportsLemmas();

public function get SupportsLemmas() : Boolean;
```

Property Value

Supports lemmas.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsLocationNamedEntities Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Supports the recognition of single and multi-token location factoids.

```
public ReadOnly Property SupportsLocationNamedEntities() As Boolean

public bool SupportsLocationNamedEntities {get;}

public: __property bool get_SupportsLocationNamedEntities();

public function get SupportsLocationNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token location factoids.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsOrganizationNamedEntities Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports the recognition of single and multi-token organization factoids.

```
public ReadOnly Property SupportsOrganizationNamedEntities() As Boolean

public bool SupportsOrganizationNamedEntities {get;}

public: __property bool get_SupportsOrganizationNamedEntities();

public function get SupportsOrganizationNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token organization factoids.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsPersonNamedEntities Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports the recognition of single and multi-token person factoids.

```
public ReadOnly Property SupportsPersonNamedEntities() As Boolean

public bool SupportsPersonNamedEntities {get;}

public: __property bool get_SupportsPersonNamedEntities();

public function get SupportsPersonNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token person factoids.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsSpellChecking Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports spell checking.

```
public ReadOnly Property SupportsSpellChecking() As Boolean
```

```
public bool SupportsSpellChecking {get;}
```

```
public: __property bool get_SupportsSpellChecking();
```

```
public function get SupportsSpellChecking() : Boolean;
```

Property Value

Supports spell checking.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SupportsWordNormalizations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Supports the output language specific word normalized versions of a token when appropriate.

```
public ReadOnly Property SupportswordNormalizations() As Boolean

public bool SupportswordNormalizations {get;}

public: __property bool get_SupportsWordNormalizations();

public function get SupportswordNormalizations() : Boolean;
```

Property Value

Supports the output language specific word normalized versions of a token when appropriate.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LanguageCapabilities Class](#) | [LanguageCapabilities Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LexicalIdentifier Structure

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The unique identifier of a lexicon entry in a given lexicon.
For a list of all members of this type, see [LexicalIdentifier Members](#).

Public Structure LexicalIdentifier

public struct LexicalIdentifier

public __value struct LexicalIdentifier

In JScript, you can use the structures in the .NET Framework, but you cannot define your own.

Requirements
Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also
[LexicalIdentifier Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LexicalIdentifier Members

Language: (Show All)

See Also: (Select...)

Style: Traditional

[LexicalIdentifier overview](#)

Public Methods

Equals (inherited from ValueType)	
GetHashCode (inherited from ValueType)	
GetType (inherited from Object)	
IsUnfound	Calling this method returns the whether or not this LexicalIdentifier represents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).
ToString (inherited from ValueType)	

Public Properties

Identifier	The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identiers in the set of lexicons in the Context object.
LexiconIndex	
SerialNumber	The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[LexicalIdentifier Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LexicalIdentifier Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from ValueType)	
GetHashCode (inherited from ValueType)	
GetType (inherited from Object)	
<u>IsUnfound</u>	Calling this method returns the whether or not this LexicalIdentifier represents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).
ToString (inherited from ValueType)	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[LexicalIdentifier Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsUnfound Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Calling this method returns the whether or not this LexicalIdentifier repesents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).

public Function IsUnfound() As Boolean

public bool IsUnfound();

public: bool IsUnfound();

public function IsUnfound() : Boolean;

Remarks

Return whether or not this LexicalIdentifier repesents an unfound term.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LexicalIdentifier Structure](#) | [LexicalIdentifier Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LexicalIdentifier Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 


Public Properties


<u>Identifier</u>	The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identifiers in the set of lexicons in the Context object.
<u>LexiconIndex</u>	
<u>SerialNumber</u>	The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).


See Also

[LexicalIdentifier Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Identifier Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identifiers in the set of lexicons in the Context object.

Public ReadOnly Property Identifier() As Integer

public int Identifier {get;}

public: __property int get_Identifier();

public function get Identifier() : int;

Property Value

The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identifiers in the set of lexicons in the Context object.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[LexicalIdentifier Structure](#) | [LexicalIdentifier Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
LexiconIndex Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public ReadOnly Property LexiconIndex() AS Integer

public int LexiconIndex {get;}

public: __property int get_LexiconIndex();

public function get LexiconIndex() : int;




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LexicalIdentifier Structure](#) | [LexicalIdentifier Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SerialNumber Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

`public ReadOnly Property SerialNumber() As Integer`

`public int SerialNumber {get;}`

`public: __property int get_SerialNumber();`

`public function get SerialNumber() : int;`

Property Value

The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[LexicalIdentifier Structure](#) | [LexicalIdentifier Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Month Enumeration

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Months

Public Enum Month

public enum Month

__value public enum Month

public enum Month

Members

Member name	Description
April	April
August	August
December	December
February	February
January	January
July	July
June	June
March	March
May	May
None	None
November	November
October	October
September	September

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
NowAbsoluteTime Class

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The type that models the time of utterance.
For a list of all members of this type, see [NowAbsoluteTime Members](#).

System.Object
System.NaturalLanguage.NowAbsoluteTime

Public Class NowAbsoluteTime

public class NowAbsoluteTime

public __gc class NowAbsoluteTime

public class NowAbsoluteTime

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[NowAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
NowAbsoluteTime Members

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

[NowAbsoluteTime overview](#)

Public Constructors

NowAbsoluteTime	
---------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[NowAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
NowAbsoluteTime Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

```
public Sub New()  
  
public NowAbsoluteTime()  
  
public: NowAbsoluteTime()  
  
public function NowAbsoluteTime();
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[NowAbsoluteTime Class](#) | [NowAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
NowAbsoluteTime Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[NowAbsoluteTime Class](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
ToString Method**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[NowAbsoluteTime Class](#) | [NowAbsoluteTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetRelativeTime Class

Language: (Show All)

See Also: (Select...)

Style: Traditional

The type that models time offsets, such as [two weeks ago (from now)]
For a list of all members of this type, see [OffsetRelativeTime Members](#).

System.Object
System.NaturalLanguage.OffsetRelativeTime

Public Class OffsetRelativeTime

public class OffsetRelativeTime

public __gc class OffsetRelativeTime

public class offsetRelativeTime

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetRelativeTime Members

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

[OffsetRelativeTime overview](#)

Public Constructors

OffsetRelativeTime	
------------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Direction	The direction of the offset.
Offset	The amount of the offset.
OffsetFrom	The BaseTime from which the offset is calculated.


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[OffsetRelativeTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetRelativeTime Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Sub New()

public OffsetRelativeTime();

public: OffsetRelativeTime();

public function OffsetRelativeTime();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[OffsetRelativeTime Class](#) | [OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetRelativeTime Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[OffsetRelativeTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[OffsetRelativeTime Class](#) | [OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetRelativeTime Properties

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒


Public Properties


<u>Direction</u>	The direction of the offset.
<u>Offset</u>	The amount of the offset.
<u>OffsetFrom</u>	The BaseTime from which the offset is calculated.


See Also

[OffsetRelativeTime Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Direction Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The direction of the offset.

```
Public Property Direction() As Direction

public Direction Direction {get; set;}

public: __property Direction get_Direction();
public: __property void set_Direction(
    Direction value
);

public function get Direction() : Direction;
public function set Direction(Direction);
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[OffsetRelativeTime Class](#) | [OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Offset Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The amount of the offset.

```
public Property Offset() As TimeLength

public TimeLength Offset {get; set;}

public: __property TimeLength get_Offset();
public: __property void set_Offset(
    TimeLength value
);

public function get Offset() : TimeLength;
public function set Offset(TimeLength);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[OffsetRelativeTime Class](#) | [OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OffsetFrom Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The BaseTime from which the offset is calculated.

```
public Property OffsetFrom() As BaseTime
```

```
public BaseTime OffsetFrom {get; set;}
```

```
public: __property BaseTime get_OffsetFrom();  
public: __property void set_OffsetFrom(  
    BaseTime value  
);
```

```
public function get OffsetFrom() : BaseTime;  
public function set offsetFrom(BaseTime);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[OffsetRelativeTime Class](#) | [OffsetRelativeTime Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
PrimaryRangeType Enumeration

Language: (Show All)

See Also: (Select...)

Style: Traditional

The primary type a range is encodes the primary classification of the particular chunk of text.

Public Enum PrimaryRangeType

public enum PrimaryRangeType

__value public enum PrimaryRangeType

public enum PrimaryRangeType

Remarks

The primary type a particular range of text is.

Members

Member name	Description
Date	is a Date
ForeignScript	is a ForeignScript
Head	is a phrasal head
LocationName	is a LocationName
Measure	is a Measure
Modifier	is a phrasal modifier
None	No primary type
NounPhrase	is a Noun Phrase
Number	is a Number
Operator	is a phrasal modifier
OrganizationName	is a OrganizationName
PersonName	is a PersonName
PrepositionalPhrase	is a Prepositional Phrase
Time	is a Time
VerbPhrase	is a Verb Phrase / Verb Group

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
RangeRole Enumeration

Language: (Show All)

See Also: (Select...)

Style: Traditional

The role a particular range of text plays in a larger enclosing text.

Public Enum RangeRole

public enum RangeRole

__value public enum RangeRole

public enum RangeRole

Members

Member name	Description
Accent	This word is spelled correctly except for an accent error.
AlternativeForm	This range is a simple alternative form, usually, but not always, significantly different in lexical form but still retaining the same meaning or intent as the original text range.
AutoReplaceForm	This is an auto-correction for the supplied range.
Capitalization	This word is spelled correctly except for a capitalization error.
CompoundSegment	This is a segment of a closed-compound.
CompoundWord	This is a closed-compound with segments.
Contraction	This is a word with one or more apostrophes and segments.
ContractionSegment	This is a segment of a contraction.
CorrectForm	This is a correction for the supplied range.
HyphenatedSegment	This is a segment of a hyphenated word.
HyphenatedWord	This is a word with one or more hyphens and segments.
Incorrect	This range has been marked as being incorrect.
NamedEntity	This is a named entity.
NormalizedForm	This is a normalized form of the input range, for instance a conversion of a date/time expression to canonical form.
Phrase	This is a phrase with segments.
PhraseSegment	This is a segment of a phrase or open-compound.
PreferredForm	This is the preferred form for the range, not necessarily a correction.
Repeated	This word is repeated and is not among the words

	allowed to repeat.
SimpleSegment	This is the most generic role a range can play, it is a generic segmentation for use in proximity search operations, highlighting, etc.
UnknownWord	This is a word not found in the lexicon.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SecondaryRangeType Enumeration

Language: (Show All)

See Also: (Select...)

Style: Traditional

Public Enum SecondaryRangeType
public enum SecondaryRangeType
__value public enum SecondaryRangeType
public enum SecondaryRangeType

Remarks

The role a particular range of text plays in a larger enclosing text.

Members

Member name	Description
Cardinal	is a Cardinal number.
Century	is a Century
Currency	is a Currency amount
Day	is a Day
Definite	is a definite NP
EMail	is an EMail
Era	is an Era
FileName	is a FileName
FilePath	is a FilePath
Fractional	is a Fractional number
Indefinite	is an indefinite NP
Month	is a Month
None	None
Ordinal	is an Ordinal number.
Percentage	is a Percentage amount
Pronoun	is a pronoun
Proper	is a proper noun
Url	is a URL
Year	is a Year
Zone	is a Time Zone

Requirements


Namespace: [System.NaturalLanguage](#)


Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Segment Class

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

For a list of all members of this type, see [Segment Members](#).

System.Object
System.NaturalLanguage.Segment

public class Segment
public class segment
public __gc class Segment
public class segment

Remarks

The Segment Object




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage Segment Members

Language: 
 See Also: 
 Style: 

[Segment overview](#)

Public Constructors

Segment	
-------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
IsSurfaceString	
ToString	

Public Properties

Alternatives	Alternative tokenizations for this range
CharacterNormalizations	Alternate Character Strings (is this really different from Spelling Variations?)
Identifier	Lexical identifier for Segment
Inflections	Inflections of the token (plural, past, ...) IsComputingInflections must be on.
IsAbbreviation	Whether this token is a abbreviation
IsAdjective	May be an Adjective
IsAdverb	May be an Adverb
IsAuxiliaryVerb	May be an auxiliary verb.
IsCharacter	Character
IsConjunction	May be a Conjunction
IsEndPunctuation	Whether this token is sentence ending punctuation
IsFeminine	May be feminine gendered word.
IsFirstPerson	May be in the first person.
IsFutureTense	May be in the future tense.
IsInterjection	May be an Interjection
IsMasculine	May be masculine gendered word.
IsModalVerb	May be a modal verb.
IsNeuter	May be neuter gendered word.
IsNoun	May be a Noun
IsPastTense	May be in the past tense.
IsPlural	May be plural.
IsPreposition	May be a Preposition
IsPresentTense	May be in the present tense.
IsPronoun	May be a Pronoun
IsPunctuation	Whether this token is punctuation

IsSecondPerson	May be in the second person.
IsSingular	May be singular.
IsSmiley	Whether this token is a smiley
IsSpace	Whether this token is a space
IsThirdPerson	May be in the third person.
IsVerb	May be a Verb
Lemmas	Lemmas. IsComputingLemmas must be on.
PrimaryType	The primary type of this token.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text
Representations	Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.
Role	The role of this token.
SecondaryType	The secondary type of this token.
SpellingScore	Type of this token
SpellingVariations	Alternate Spellings
SubSegments	Sub segments of this range
Suggestions	Spelling Suggestions. IsCheckingSpelling must be on.


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[Segment Class](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
Segment Constructor**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Sub New()

public Segment();

public: Segment();

public function Segment();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Segment Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
IsSurfaceString	
ToString	

Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[Segment Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSurfaceString Method

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

public Function IsSurfaceString() As Boolean

public bool IsSurfaceString();

public: bool IsSurfaceString();

public function IsSurfaceString() : Boolean;

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage Segment Properties

Language: 
 See Also: 
 Style: 

Public Properties

<u>Alternatives</u>	Alternative tokenizations for this range
<u>CharacterNormalizations</u>	Alternate Character Strings (is this really different from Spelling Variations?)
<u>Identifier</u>	Lexical identifier for Segment
<u>Inflections</u>	Inflections of the token (plural, past, ...) IsComputingInflections must be on.
<u>IsAbbreviation</u>	Whether this token is a abbreviation
<u>IsAdjective</u>	May be an Adjective
<u>IsAdverb</u>	May be an Adverb
<u>IsAuxiliaryVerb</u>	May be an auxiliary verb.
<u>IsCharacter</u>	Character
<u>IsConjunction</u>	May be a Conjunction
<u>IsEndPunctuation</u>	Whether this token is sentence ending punctuation
<u>IsFeminine</u>	May be feminine gendered word.
<u>IsFirstPerson</u>	May be in the first person.
<u>IsFutureTense</u>	May be in the future tense.
<u>IsInterjection</u>	May be an Interjection
<u>IsMasculine</u>	May be masculine gendered word.
<u>IsModalVerb</u>	May be a modal verb.
<u>IsNeuter</u>	May be neuter gendered word.
<u>IsNoun</u>	May be a Noun
<u>IsPastTense</u>	May be in the past tense.
<u>IsPlural</u>	May be plural.
<u>IsPreposition</u>	May be a Preposition
<u>IsPresentTense</u>	May be in the present tense.
<u>IsPronoun</u>	May be a Pronoun
<u>IsPunctuation</u>	Whether this token is punctuation
<u>IsSecondPerson</u>	May be in the second person.
<u>IsSingular</u>	May be singular.
<u>IsSmiley</u>	Whether this token is a smiley
<u>IsSpace</u>	Whether this token is a space
<u>IsThirdPerson</u>	May be in the third person.
<u>IsVerb</u>	May be a Verb
<u>Lemmas</u>	Lemmas. IsComputingLemmas must be on.
<u>PrimaryType</u>	The primary type of this token.
<u>Properties</u>	The keys for this dictionary are the names of the properties, the value are strings.

<u>Range</u>	Range covered in original text
<u>Representations</u>	Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.
<u>Role</u>	The role of this token.
<u>SecondaryType</u>	The secondary type of this token.
<u>SpellingScore</u>	Type of this token
<u>SpellingVariations</u>	Alternate Spellings
<u>SubSegments</u>	Sub segments of this range
<u>Suggestions</u>	Spelling Suggestions. IsCheckingSpelling must be on.

See Also

Segment Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Alternatives Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Alternative tokenizations for this range

```
Public ReadOnly Property Alternatives() As IList  
  
public IList Alternatives {get;}  
  
public: __property IList get_Alternatives();  
  
public function get Alternatives() : IList;
```

Property Value

Alternative tokenizations for this range

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
CharacterNormalizations Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Alternate Character Strings (is this really different from Spelling Variations?)

```
public ReadOnly Property CharacterNormalizations() As IList  
  
public IList CharacterNormalizations {get;}  
  
public: __property IList get_CharacterNormalizations();  
  
public function get CharacterNormalizations() : IList;
```

Property Value

Alternate Character Strings (is this really different from Spelling Variations?)

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
Identifier Property**

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Lexical identifier for Segment

```
public ReadOnly Property Identifier() As LexicalIdentifier

public LexicalIdentifier Identifier {get;}

public: __property LexicalIdentifier get_Identifier();

public function get Identifier() : LexicalIdentifier;
```

Property Value

Lexical identifier for Segment

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Inflections Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Inflections of the token (plural, past, ...) IsComputingInflections must be on.

```
public ReadOnly Property Inflections() As IList  
  
public IList Inflections {get;}  
  
public: __property IList get_Inflections();  
  
public function get Inflections() : IList;
```

Property Value

Inflections of the token (plural, past, ...) IsComputingInflections must be on.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsAbbreviation Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Whether this token is a abbreviation

Public ReadOnly Property IsAbbreviation() As Boolean

public bool IsAbbreviation {get;}

public: __property bool get_IsAbbreviation();

public function get IsAbbreviation() : Boolean;

Property Value

Whether this token is a abbreviation

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsAdjective Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

May be an Adjective

```
Public ReadOnly Property IsAdjective() As Boolean

public bool IsAdjective {get;}

public: __property bool get_IsAdjective();

public function get IsAdjective() : Boolean;
```

Property Value

May be an Adjective


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsAdverb Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be an Adverb

```
Public ReadOnly Property IsAdverb() As Boolean

public bool IsAdverb {get;}

public: __property bool get_IsAdverb();

public function get IsAdverb() : Boolean;
```

Property Value

May be an Adverb


Requirements


- Namespace:** System.NaturalLanguage
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsAuxiliaryVerb Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be an auxiliary verb.

```
public ReadOnly Property IsAuxiliaryVerb() As Boolean

public bool IsAuxiliaryVerb {get;}

public: __property bool get_IsAuxiliaryVerb();

public function get IsAuxiliaryVerb() : Boolean;
```

Property Value

May be an auxiliary verb.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsCharacter Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Character

```
Public ReadOnly Property IsCharacter() As Boolean

public bool IsCharacter {get;}

public: __property bool get_IsCharacter();

public function get IsCharacter() : Boolean;
```

Property Value

Character

Requirements

- Namespace:** System.NaturalLanguage
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsConjunction Property

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

May be a Conjunction

```
public ReadOnly Property IsConjunction() As Boolean

public bool IsConjunction {get;}

public: __property bool get_IsConjunction();

public function get IsConjunction() : Boolean;
```

Property Value

May be a Conjunction


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsEndPunctuation Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Whether this token is sentence ending punctuation

```
Public Readonly Property IsEndPunctuation() As Boolean

public bool IsEndPunctuation {get;}

public: __property bool get_IsEndPunctuation();

public function get IsEndPunctuation() : Boolean;
```

Property Value

Whether this token is sentence ending punctuation


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFeminine Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be feminine gendered word.

```
public ReadOnly Property IsFeminine() As Boolean

public bool IsFeminine {get;}

public: __property bool get_IsFeminine();

public function get IsFeminine() : Boolean;
```

Property Value

May be feminine gendered word.




Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFirstPerson Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

May be in the first person.

`Public ReadOnly Property IsFirstPerson() As Boolean`

`public bool IsFirstPerson {get;}`

`public: __property bool get_IsFirstPerson();`

`public function get IsFirstPerson() : Boolean;`

Property Value

May be in the first person.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsFutureTense Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be in the future tense.

```
Public Readonly Property IsFutureTense() As Boolean

public bool IsFutureTense {get;}

public: __property bool get_IsFutureTense();

public function get IsFutureTense() : Boolean;
```

Property Value

May be in the future tense.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsInterjection Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be an Interjection

```
Public ReadOnly Property IsInterjection() As Boolean

public bool IsInterjection {get;}

public: __property bool get_IsInterjection();

public function get IsInterjection() : Boolean;
```

Property Value

May be an Interjection


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsMasculine Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be masculine gendered word.

```
Public ReadOnly Property IsMasculine() As Boolean
```

```
public bool IsMasculine {get;}
```

```
public: __property bool get_IsMasculine();
```

```
public function get IsMasculine() : Boolean;
```

Property Value

May be masculine gendered word.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsModalVerb Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be a modal verb.

```
Public ReadOnly Property IsModalVerb() As Boolean

public bool IsModalVerb {get;}

public: __property bool get_IsModalVerb();

public function get IsModalVerb() : Boolean;
```

Property Value

May be a modal verb.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsNeuter Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

May be neuter gendered word.

Public ReadOnly Property IsNeuter() As Boolean

public bool IsNeuter {get;}

public: __property bool get_IsNeuter();

public function get IsNeuter() : Boolean;

Property Value

May be neuter gendered word.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsNoun Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

May be a Noun

```
Public ReadOnly Property IsNoun() As Boolean

public bool IsNoun {get;}

public: __property bool get_IsNoun();

public function get IsNoun() : Boolean;
```

Property Value

May be a Noun




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: [System.NaturalLanguage \(system.naturallanguage.dll\)](#)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPastTense Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

May be in the past tense.

```
public ReadOnly Property IsPastTense() As Boolean

public bool IsPastTense {get;}

public: __property bool get_IsPastTense();

public function get IsPastTense() : Boolean;
```

Property Value

May be in the past tense.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPlural Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be plural.

```
public ReadOnly Property IsPlural() As Boolean

public bool IsPlural {get;}

public: __property bool get_IsPlural();

public function get IsPlural() : Boolean;
```

Property Value

May be plural.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPreposition Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

May be a Preposition

```
Public ReadOnly Property IsPreposition() As Boolean

public bool IsPreposition {get;}

public: __property bool get_IsPreposition();

public function get IsPreposition() : Boolean;
```

Property Value

May be a Preposition


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPresentTense Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be in the present tense.

```
public ReadOnly Property IsPresentTense() As Boolean

public bool IsPresentTense {get;}

public: __property bool get_IsPresentTense();

public function get IsPresentTense() : Boolean;
```

Property Value

May be in the present tense.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPronoun Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be a Pronoun

```
Public ReadOnly Property IsPronoun() As Boolean

public bool IsPronoun {get;}

public: __property bool get_IsPronoun();

public function get IsPronoun() : Boolean;
```

Property Value

May be a Pronoun


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsPunctuation Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Whether this token is punctuation

Public ReadOnly Property IsPunctuation() As Boolean

public bool IsPunctuation {get;}

public: __property bool get_IsPunctuation();

public function get IsPunctuation() : Boolean;

Property Value

Whether this token is punctuation


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSecondPerson Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be in the second person.

```
public ReadOnly Property IsSecondPerson() As Boolean

public bool IsSecondPerson {get;}

public: __property bool get_IsSecondPerson();

public function get IsSecondPerson() : Boolean;
```

Property Value

May be in the second person.




Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSingular Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

May be singular.

```
public ReadOnly Property Issingular() As Boolean

public bool Issingular {get;}

public: __property bool get_Issingular();

public function get Issingular() : Boolean;
```

Property Value

May be singular.




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSmiley Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

Whether this token is a smiley

```
public ReadOnly Property IsSmiley() As Boolean

public bool IsSmiley {get;}

public: __property bool get_IsSmiley();

public function get IsSmiley() : Boolean;
```

Property Value

Whether this token is a smiley


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsSpace Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Whether this token is a space

```
Public ReadOnly Property IsSpace() As Boolean

public bool IsSpace {get;}

public: __property bool get_IsSpace();

public function get IsSpace() : Boolean;
```

Property Value

Whether this token is a space


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsThirdPerson Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

May be in the third person.

```
Public Readonly Property IsThirdPerson() As Boolean

public bool IsThirdPerson {get;}

public: __property bool get_IsThirdPerson();

public function get IsThirdPerson() : Boolean;
```

Property Value

May be in the third person.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsVerb Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

May be a Verb

```
public ReadOnly Property IsVerb() As Boolean

public bool Isverb {get;}

public: __property bool get_IsVerb();

public function get IsVerb() : Boolean;
```

Property Value

May be a Verb


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Lemmas Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Lemmas. IsComputingLemmas must be on.

```
Public ReadOnly Property Lemmas() As IList  
  
public IList Lemmas {get;}  
  
public: __property IList get_Lemmas();  
  
public function get Lemmas() : IList;
```

Property Value

Lemmas. IsComputingLemmas must be on.




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
PrimaryType Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

The primary type of this token.

```
public ReadOnly Property PrimaryType() As PrimaryRangeType

public PrimaryRangeType PrimaryType {get;}

public: __property PrimaryRangeType get_PrimaryType();

public function get PrimaryType() : PrimaryRangeType;
```

Property Value

The primary type of this token.




Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Properties Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

The keys for this dictionary are the names of the properties, the value are strings.

```
public Property Properties() As IDictionary

public IDictionary Properties {get; set;}

public: __property IDictionary get_Properties();
public: __property void set_Properties(
    IDictionary value
);

public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this token.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Range Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

Range covered in original text

```
Public ReadOnly Property Range() As TextRange

public TextRange Range {get;}

public: __property TextRange get_Range();

public function get Range() : TextRange;
```

Property Value

Range covered in original text


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: [System.NaturalLanguage \(system.naturallanguage.dll\)](#)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
Representations Property**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.

```
Public ReadOnly Property Representations() As IList
```

```
public IList Representations {get;}
```

```
public: __property IList get_Representations();
```

```
public function get Representations() : IList;
```

Property Value

Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** [System.NaturalLanguage \(system.naturallanguage.dll\)](#)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Role Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The role of this token.

```
Public ReadOnly Property Role() As RangeRole

public RangeRole Role {get;}

public: __property RangeRole get_Role();

public function get Role() : RangeRole;
```

Property Value

The role of this token.


Requirements


- Namespace:** System.NaturalLanguage
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SecondaryType Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The secondary type of this token.

```
public ReadOnly Property SecondaryType() As SecondaryRangeType

public SecondaryRangeType SecondaryType {get;}

public: __property SecondaryRangeType get_SecondaryType();

public function get SecondaryType() : SecondaryRangeType;
```

Property Value

The secondary type of this token.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SpellingScore Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Type of this token

public ReadOnly Property SpellingScore() As Integer

public int SpellingScore {get;}

public: __property int get_SpellingScore();

public function get SpellingScore() : int;

Property Value

Type of this token


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SpellingVariations Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Alternate Spellings

```
public ReadOnly Property SpellingVariations() As IList  
  
public IList SpellingVariations {get;}  
  
public: __property IList get_SpellingVariations();  
  
public function get SpellingVariations() : IList;
```

Property Value

Alternate Spellings

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
SubSegments Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Sub segments of this range

```
Public ReadOnly Property SubSegments() As IList
```

```
public IList SubSegments {get;}
```

```
public: __property IList get_SubSegments();
```

```
public function get SubSegments() : IList;
```

Property Value

Sub segments of this range


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Suggestions Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Spelling Suggestions. IsCheckingSpelling must be on.

```
Public ReadOnly Property Suggestions() As IList  
  
public IList Suggestions {get;}  
  
public: __property IList get_Suggestions();  
  
public function get Suggestions() : IList;
```

Property Value

Spelling Suggestions. IsCheckingSpelling must be on.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Segment Class](#) | [Segment Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentence Class

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

For a list of all members of this type, see [Sentence Members](#).

System.Object
System.NaturalLanguage.Sentence

Public Class Sentence
public class Sentence
public __gc class Sentence
public class Sentence

Remarks

The text object contains the input text (or stream) and all the results of the analysis to fulfill client requests. It has methods to give the client results of various analyses. It is a container for the sentences that the input text divides into. The client may either specify input language - or have NLDP determine the language using language auto detection (LAD).


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentence Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[Sentence overview](#)

Public Constructors

Sentence	
--------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Culture	The Culture Information for this sentence.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.
IsEndOfParagraph	Is this sentence the last one in the paragraph.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text by this sentence
Segments	The primary tokenization for this sentence.


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[Sentence Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentence Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Sub New()

public Sentence();

public: Sentence();

public function Sentence();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentence Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[Sentence Class](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
ToString Method**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentence Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

Culture	The Culture Information for this sentence.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.
IsEndOfParagraph	Is this sentence the last one in the paragraph.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text by this sentence
Segments	The primary tokenization for this sentence.

See Also

[Sentence Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Culture Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The Culture Information for this sentence.

```
public ReadOnly Property Culture() As CultureInfo  
  
public CultureInfo Culture {get;}  
  
public: __property CultureInfo get_Culture();  
  
public function get Culture() : CultureInfo;
```

Property Value

The Culture Information for this sentence.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsCultureReliable Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.

```
Public ReadOnly Property IsCultureReliable() As Boolean

public bool IsCultureReliable {get;}

public: __property bool get_IsCultureReliable();

public function get IsCultureReliable() : Boolean;
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsEndOfParagraph Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Is this sentence the last one in the paragraph.

Public ReadOnly Property IsEndOfParagraph() As Boolean

public bool IsEndOfParagraph {get;}

public: __property bool get_IsEndOfParagraph();

public function get IsEndOfParagraph() : Boolean;

Property Value

Is this sentence the last one in the paragraph.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Properties Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The keys for this dictionary are the names of the properties, the value are strings.

```
public Property Properties() As IDictionary

public IDictionary Properties {get; set;} `

public: __property IDictionary get_Properties();
public: __property void set_Properties(
    IDictionary value
);

public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this sentence.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Range Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Range covered in original text by this sentence

```
public ReadOnly Property Range() As TextRange

public TextRange Range {get;}

public: __property TextRange get_Range();

public function get Range() : TextRange;
```

Property Value

Range covered in original text by this sentence

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Segments Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The primary tokenization for this sentence.

```
Public ReadOnly Property Segments() As IList  
  
public IList Segments {get;}  
  
public: __property IList get_Segments();  
  
public function get Segments() : IList;
```

Property Value

The primary tokenization for this sentence.

Requirements

- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[Sentence Class](#) | [Sentence Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextChunk Class

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

For a list of all members of this type, see [TextChunk Members](#).

System.Object
System.NaturalLanguage.TextChunk

Public Class TextChunk

public class TextChunk

public __gc class TextChunk

public class TextChunk

Remarks

The text object contains the input text (or stream) and all the results of the analysis to fulfill client requests. It has methods to give the client results of various analyses. It is a container for the sentences that the input text divides into. The client may either specify input language - or have NLDP determine the language using language auto detection (LAD).

For stream input, use one of the process methods. The process method that uses string buffers is compatible with CLS languages such as C# and VB. The other process method performs better but is not CLS compliant.

By default, the TextChunk is in single sentence mode. We process one sentence at a time - each time we process a sentence, we overwrite the previous sentence. If we select MultipleSentenceMode (explicitly or implicitly), we keep all the sentences as separate objects.




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage TextChunk Members

Language: (Show All) 
 See Also: (Select...) 
 Style: Traditional 

[TextChunk overview](#)

Public Constructors

TextChunk	
---------------------------	--

Public Methods

Equals (inherited from Object)	
GetEnumerator	Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	Gives the same result as the InputText property

Public Properties

Context	Returns the Context object this object is bound to. Text chunks are always bound to a context. The context is used to determine how and what analysis operations are performed.
Culture	The CultureInfo for this text. Setting an explicit CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SingleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.
InputArray	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
InputText	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.
IsMultipleSentenceMode	Handle more than once sentence at a time
IsReusingObjects	Handle more than once sentence at a time
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Sentences	This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

TextChunk Class | System.NaturalLanguage Namespace

**System.NaturalLanguage
TextChunk Constructor**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Overload List

TextChunk ()	
TextChunk (Context)	

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextChunk Constructor

Language: (Show All) ☐

See Also: (Select...) ☐

Style: Traditional ☐

public Sub New()

public TextChunk();

public: TextChunk();

public function TextChunk();

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextChunk Constructor

Language: (Show All)

See Also: (Select...)

Style: Traditional

```
Public Sub New( _  
    ByVal parent As Context _  
)
```

```
public TextChunk(  
    Context parent  
);
```

```
public: TextChunk(  
    Context parent  
);
```

```
public function TextChunk(  
    parent : Context  
);
```

Parameters

parent


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
TextChunk Methods**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
<u>GetEnumerator</u>	Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
<u>ToString</u>	Gives the same result as the InputText property


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TextChunk Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
GetEnumerator Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.

Public Function GetEnumerator() As IEnumerator

public IEnumerator GetEnumerator();

public: IEnumerator GetEnumerator();

public function GetEnumerator() : IEnumerator;

Remarks

Fetch sentence enumerator


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Gives the same result as the InputText property

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextChunk Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 


Public Properties


<u>Context</u>	Returns the Context object this object is bound to. Text chunks are always bound to a context. The context is used to determine how and what analysis operations are performed.
<u>Culture</u>	The CultureInfo for this text. Setting an explicit CultureInfo tells NLDAP that you know what language the InputText is. Setting it to null (the default) causes NLDAP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SingleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDAP determines for this TextChunk.
<u>InputArray</u>	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
<u>InputText</u>	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
<u>IsCultureReliable</u>	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.
<u>IsMultipleSentenceMode</u>	Handle more than once sentence at a time
<u>IsReusingObjects</u>	Handle more than once sentence at a time
<u>Properties</u>	The keys for this dictionary are the names of the properties, the value are strings.
<u>Sentences</u>	This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.


See Also

[TextChunk Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Context Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Returns the Context object this object is bound to. Text chunks are always bound to a context. The cotnext is used to determine how and what analysis operations are performed.

```
public ReadOnly Property Context() As Context

public Context Context {get;}

public: __property Context get_Context();

public function get Context() : Context;
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Culture Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The CultureInfo for this text. Setting an explicit CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SingleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.

```
public Property Culture() As CultureInfo

public CultureInfo Culture {get; set;}

public: __property CultureInfo get_Culture();
public: __property void set_Culture(
    CultureInfo value
);

public function get Culture() : CultureInfo;
public function set Culture(CultureInfo);
```

Property Value

The CultureInfo for this text. Setting an explicit CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SingleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
InputArray Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

```
public Property InputArray() As Char()  
  
public char[] InputArray {get; set;}  
  
public: __property __char_t __gc[] get_InputArray();  
public: __property void set_InputArray(  
    __char_t value __gc[]  
);  
  
public function get InputArray() : Char[];  
public function set InputArray(Char[]);
```

Property Value

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

Remarks

Text associated with this object


Requirements


- Namespace:** System.NaturalLanguage
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
InputText Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

Public Property InputText() As String

public string InputText {get; set;}

public: __property String get_InputText();
public: __property void set_InputText(
 String value
);

public function get InputText() : String;
public function set InputText(String);

Property Value

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

Remarks




Text associated with this object

Requirements

- Namespace: [System.NaturalLanguage](#)
- Assembly: [System.NaturalLanguage \(system.naturallanguage.dll\)](#)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsCultureReliable PropertyLanguage: (Show All) 
See Also: (Select...) 
Style: Traditional 

whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.

```
Public ReadOnly Property IsCultureReliable() As Boolean
```


```
public bool IsCultureReliable {get;}
```


```
public: __property bool get_IsCultureReliable();
```


```
public function get IsCultureReliable() : Boolean;
```

Requirements**Namespace:** [System.NaturalLanguage](#)**Assembly:** System.NaturalLanguage (system.naturallanguage.dll)**See Also**[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsMultipleSentenceMode Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Handle more than once sentence at a time

```
Public Property IsMultipleSentenceMode() As Boolean
```

```
public bool IsMultipleSentenceMode {get; set;}
```

```
public: __property bool get_IsMultipleSentenceMode();  
public: __property void set_IsMultipleSentenceMode(  
    bool value  
);
```

```
public function get IsMultipleSentenceMode() : Boolean;  
public function set IsMultipleSentenceMode(Boolean);
```

Property Value

Handle more than once sentence at a time

Requirements

- Namespace:** System.NaturalLanguage
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
IsReusingObjects Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

Handle more than once sentence at a time

Public Property IsReusingObjects() As Boolean

public bool IsReusingObjects {get; set;}

public: __property bool get_IsReusingObjects();
public: __property void set_IsReusingObjects(
 bool value
);

public function get IsReusingObjects() : Boolean;
public function set IsReusingObjects(Boolean);

Property Value

Handle more than once sentence at a time




Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage Properties Property

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

The keys for this dictionary are the names of the properties, the value are strings.

```
public Property Properties() As IDictionary
```

```
public IDictionary Properties {get; set;}
```

```
public: __property IDictionary get_Properties();
public: __property void set_Properties(
    IDictionary value
);
```

```
public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this text chunk.

Requirements


Namespace: [System.NaturalLanguage](#)


Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Sentences Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

```
Public ReadOnly Property Sentences() As IList  
  
public IList Sentences {get;}  
  
public: __property IList get_Sentences();  
  
public function get Sentences() : IList;
```

Property Value

This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

Remarks

The list of currently processed sentences.

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TextChunk Class](#) | [TextChunk Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextRange Structure

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The value of elements of type TypeRange
For a list of all members of this type, see [TextRange Members](#).

Public Structure TextRange

public struct TextRange

public __value struct TextRange

In JScript, you can use the structures in the .NET Framework, but you cannot define your own.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextRange Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextRange Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[TextRange overview](#)

Public Methods

Equals (inherited from ValueType)	
GetHashCode (inherited from ValueType)	
GetType (inherited from Object)	
ToString (inherited from ValueType)	

Public Properties

Length	Length of this entry
Start	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TextRange Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextRange Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from ValueType)	
GetHashCode (inherited from ValueType)	
GetType (inherited from Object)	
ToString (inherited from ValueType)	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TextRange Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TextRange Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 


Public Properties


<u>Length</u>	Length of this entry
<u>Start</u>	


See Also

[TextRange Structure](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Length Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Length of this entry

Public Property Length() As Integer

public int Length {get; set;}

public: __property int get_Length();
public: __property void set_Length(
 int value
);

public function get Length() : int;
public function set Length(int);

Property Value

Length of this entry


Requirements


Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextRange Structure](#) | [TextRange Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Start Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Property Start() As Integer

public int Start {get; set;}

public: __property int get_Start();
public: __property void set_Start(
 int value
);

public function get Start() : int;
public function set Start(int);

Property Value

Start Position in Current Text Object


Requirements


- Namespace:** [System.NaturalLanguage](#)
- Assembly:** System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TextRange Structure](#) | [TextRange Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeLength Class

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The type that models time lengths, such as [two weeks] or [5 hours, 2 minutes]
For a list of all members of this type, see [TimeLength Members](#).

System.Object
System.NaturalLanguage.TimeLength

Public Class TimeLength
public class TimeLength
public __gc class TimeLength
public class TimeLength

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeLength Members

Language: (Show All) ▾

See Also: (Select...) ▾

Style: Traditional ▾

[TimeLength overview](#)

Public Constructors

TimeLength	
----------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Additional	Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]
Amount	The amount.
OtherUnit	A string representation of the time unit for those expressions that are not in the TimeUnit enum.
Qualifier	A qualifier.
Unit	The unit of the offset.

Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[TimeLength Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeLength Constructor

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

public Sub New()

public TimeLength();

public: TimeLength();

public function TimeLength();


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeLength Methods

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TimeLength Class](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
ToString Method**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
TimeLength Properties**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

<u>Additional</u>	Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]
<u>Amount</u>	The amount.
<u>OtherUnit</u>	A string representation of the time unit for those expressions that are not in the TimeUnit enum.
<u>Qualifier</u>	A qualifier.
<u>Unit</u>	The unit of the offset.

See Also

[TimeLength Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Additional Property

Language:

Show All

See Also:

Select...

Style:

Traditional

Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]

Public Property Additional() As TimeLength

public TimeLength Additional {get; set;}

public: __property TimeLength get_Additional();
public: __property void set_Additional(
 TimeLength value
);

public function get Additional() : TimeLength;
public function set Additional(TimeLength);


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Amount Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The amount.

```
Public Property Amount() As Double
```

```
public double Amount {get; set;}
```

```
public: __property double get_Amount();  
public: __property void set_Amount(  
    double value  
);
```




```
public function get Amount() : double;  
public function set Amount(double);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
OtherUnit PropertyLanguage: (Show All) 
See Also: (Select...) 
Style: Traditional 

A string representation of the time unit for those expressions that are not in the TimeUnit enum.

```
Public Property OtherUnit() As String
```




```
public string OtherUnit {get; set;}
```

```
public: __property String get_OtherUnit();  
public: __property void set_OtherUnit(  
    String value  
);
```

```
public function get OtherUnit() : String;  
public function set OtherUnit(String);
```

Requirements**Namespace:** [System.NaturalLanguage](#)**Assembly:** System.NaturalLanguage (system.naturallanguage.dll)**See Also**[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
Qualifier Property**

Language: (Show All) 
See Also: (Select...) 
Style: Traditional 

A qualifier.

```
Public Property Qualifier() As TimeLengthQualifier
```

```
public TimeLengthQualifier Qualifier {get; set;}
```

```
public: __property TimeLengthQualifier get_Qualifier();  
public: __property void set_Qualifier(  
    TimeLengthQualifier value  
);
```

```
public function get Qualifier() : TimeLengthQualifier;  
public function set Qualifier(TimeLengthQualifier);
```

Requirements

Namespace: [System.NaturalLanguage](#)

Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Unit Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The unit of the offset.

Public Property Unit() As TimeUnit

public TimeUnit Unit {get; set;}

public: __property TimeUnit get_Unit();
public: __property void set_Unit(
 TimeUnit value
);

public function get Unit() : TimeUnit;
public function set Unit(TimeUnit);


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimeLength Class](#) | [TimeLength Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeLengthQualifier Enumeration

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Qualifies TimeLengths

Public Enum TimeLengthQualifier

public enum TimeLengthQualifier

__value public enum TimeLengthQualifier

public enum TimeLengthQualifier

Members

Member name	Description
AtLeast	At Least
AtMost	At Most
LessThan	Less Than
MoreThan	More Than
None	None
Precisely	Precisely

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimePoint Class

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

A time point expressed at some granularity (precision)
For a list of all members of this type, see [TimePoint Members](#).
System.Object
System.NaturalLanguage.TimePoint

public class TimePoint

public class TimePoint

public __gc class TimePoint

public class TimePoint


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimePoint Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimePoint Members

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

[TimePoint overview](#)

Public Constructors

TimePoint	
---------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Base	The BaseTime that arrives at a particular instant.
Granularity	The granularity (precision)


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TimePoint Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimePoint Constructor

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

public Sub New()

public TimePoint();

public: TimePoint();

public function TimePoint();

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimePoint Class](#) | [TimePoint Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimePoint Methods

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TimePoint Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimePoint Class](#) | [TimePoint Members](#) | [System.NaturalLanguage Namespace](#)

**System.NaturalLanguage
TimePoint Properties**

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 


Public Properties


<u>Base</u>	The BaseTime that arrives at a particular instant.
<u>Granularity</u>	The granularity (precision)


See Also

[TimePoint Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Base Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The BaseTime that arrives at a particular instant.

```
Public Property Base() As BaseTime

public BaseTime Base {get; set;}

public: __property BaseTime get_Base();
public: __property void set_Base(
    BaseTime value
);

public function get Base() : BaseTime;
public function set Base(BaseTime);
```


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimePoint Class](#) | [TimePoint Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Granularity Property

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

The granularity (precision)

```
Public Property Granularity() As TimeUnit

public TimeUnit Granularity {get; set;}

public: __property TimeUnit get_Granularity();
public: __property void set_Granularity(
    TimeUnit value
);

public function get Granularity() : TimeUnit;
public function set Granularity(TimeUnit);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimePoint Class](#) | [TimePoint Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeRepresentation Class

Language:	(Show All)	
See Also:	(Select...)	
Style:	Traditional	

The type used to normalize natural language time expressions
For a list of all members of this type, see [TimeRepresentation Members](#).

System.Object
System.NaturalLanguage.TimeRepresentation

Public Class TimeRepresentation

public class TimeRepresentation

public __gc class TimeRepresentation

public class TimeRepresentation

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeRepresentation Members

Language: (Show All)

See Also: (Select...)

Style: Traditional

[TimeRepresentation overview](#)

Public Constructors

TimeRepresentation	
------------------------------------	--

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	

Public Properties

Duration	The amount of time in a duration without specified start or end times.
EndTime	The end time in an interval.
Recurrence	The amount of time between recurrences of a recurring event.
StartTime	The start time in an interval.

Protected Methods

Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	

See Also

[TimeRepresentation Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeRepresentation Constructor

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

```
Public Sub New()  
  
public TimeRepresentation();  
  
public: TimeRepresentation();  
  
public function TimeRepresentation();
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeRepresentation Methods

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Public Methods

Equals (inherited from Object)	
GetHashCode (inherited from Object)	
GetType (inherited from Object)	
ToString	


Protected Methods


Finalize (inherited from Object)	
MemberwiseClone (inherited from Object)	


See Also

[TimeRepresentation Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
ToString Method

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Function ToString() As String

public string ToString();

public: String ToString();

public function ToString() : String;

Remarks

Gives a one-line representation of the object.


Requirements


Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)


See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeRepresentation Properties

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Public Properties

<u>Duration</u>	The amount of time in a duration without specified start or end times.
<u>EndTime</u>	The end time in an interval.
<u>Recurrence</u>	The amount of time between recurrences of a recurring event.
<u>StartTime</u>	The start time in an interval.

See Also

[TimeRepresentation Class](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Duration Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The amount of time in a duration without specified start or end times.

Public Property Duration() As TimeLength

public TimeLength Duration {get; set;}

public: __property TimeLength get_Duration();
public: __property void set_Duration(
 TimeLength value
);

public function get Duration() : TimeLength;
public function set Duration(TimeLength);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
EndTime Property

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

The end time in an interval.

Public Property EndTime() As TimePoint

public TimePoint EndTime {get; set;}

public: __property TimePoint get_EndTime();
public: __property void set_EndTime(
 TimePoint value
);

public function get EndTime() : TimePoint;
public function set EndTime(TimePoint);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Recurrence Property

Language:	(Show All)	<input checked="" type="checkbox"/>
See Also:	(Select...)	<input checked="" type="checkbox"/>
Style:	Traditional	<input checked="" type="checkbox"/>

The amount of time between recurrences of a recurring event.

```
Public Property Recurrence() As TimeLength
```

```
public TimeLength Recurrence {get; set;}
```

```
public: __property TimeLength get_Recurrence();  
public: __property void set_Recurrence(  
    TimeLength value  
);
```

```
public function get Recurrence() : TimeLength;  
public function set Recurrence(TimeLength);
```

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
StartTime Property

Language: (Show All)

See Also: (Select...)

Style: Traditional

The start time in an interval.

public Property StartTime() As TimePoint

public TimePoint StartTime {get; set;}

public: __property TimePoint get_StartTime();
public: __property void set_StartTime(
 TimePoint value
);

public function get StartTime() : TimePoint;
public function set StartTime(TimePoint);

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[TimeRepresentation Class](#) | [TimeRepresentation Members](#) | [System.NaturalLanguage Namespace](#)

System.NaturalLanguage
TimeUnit Enumeration

Language: (Show All) ☒

See Also: (Select...) ☒

Style: Traditional ☒

Common time units.

Public Enum TimeUnit
public enum TimeUnit
__value public enum TimeUnit
public enum TimeUnit


Members


Member name	Description
Afternoons	Afternoon
Aprils	Aprils
Augusts	Augusts
Autumns	Autumns
Centuries	Centuries
Days	Days
Decades	Decades
Decembers	Decembers
Evenings	Evening
Februaries	Februaries
Fridays	Fridays
Hours	Hours
Instants	Infinitesimally small units -- used when you are claiming no particular unit.
Januaries	Januaries
Julys	Julys
Junes	Junes
Marches	Marches
Mays	Mays
Millennia	Millennia
Minutes	Minutes
Mondays	Mondays
Months	Months


Mornings	Morning
Nights	Night
Novembers	Novembers
Octobers	Octobers
Other	Used for time units which are recognized as so, but are not common enough to include in this enum. Such time units will appear as strings.
Quarters	Quarters
Saturdays	Saturdays
Seasons	Seasons
Seconds	Seconds
Septembers	Septembers
Springs	Springs
Summers	Summers
Sundays	Sundays
Thursdays	Thursdays
Tuesdays	Tuesdays
Wednesdays	Wednesdays
Weeks	Weeks
Winters	Winters
Years	Years

Requirements**Namespace:** [System.NaturalLanguage](#)**Assembly:** System.NaturalLanguage (system.naturallanguage.dll)**See Also**[System.NaturalLanguage Namespace](#)

System.NaturalLanguage
Weekday Enumeration

Language: (Show All) 

See Also: (Select...) 

Style: Traditional 

Weekdays

- Public Enum Weekday
- public enum weekday
- __value public enum weekday
- public enum weekday

Members

Member name	Description
Friday	Friday
Monday	Monday
None	None
Saturday	Saturday
Sunday	Sunday
Thursday	Thursday
Tuesday	Tuesday
Wednesday	Wednesday

Requirements

Namespace: [System.NaturalLanguage](#)
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

[System.NaturalLanguage Namespace](#)